

THE

SPACE BAR™

*A Comic Sci-Fi Adventure
by Steve Meretzky*

SEGA SOFT

MATURE



WINDOWS® 95/MACINTOSH CD-ROM

Software License Agreement

This is a legal agreement between you, the end user, and SegaSoft, Inc. ("SegaSoft") with respect to the software product which this license accompanies (the "Software"). Opening the jewel case and using the Software indicates that you accept and agree to comply with these terms. If you do not agree to these terms, (a) you may so notify SegaSoft within thirty (30) days of purchase for a full refund of amounts paid, if any, or (b) you may write to SegaSoft with a request to modify any term of this License. Please allow six (6) weeks for a response.

•**GRANT OF LICENSE.** SegaSoft grants to you a non-exclusive, personal license to use the Software as provided in this License. Each permitted copy of the Software may be stored in memory (either temporary or "permanent"), on no more than one computer at any one time. However, you may install the Software on a local area network server for the sole purpose of valid distribution to other computers.

•**COPYRIGHT.** The Software is owned by SegaSoft or its suppliers and is protected by United States copyright laws and international treaty provisions. This means that you must treat the Software like a book, musical recording or any other copyrighted material. Nevertheless, SegaSoft gives you the right to (a) make two copies of the Software solely for backup or archival purposes, or (b) transfer the Software to a single hard disk, provided you keep the original solely for backup or archival purposes. You may not copy the written materials accompanying the Software (called the "Documentation"). You should be aware that illegal copying or distribution of copyrighted material is investigated by the FBI, and is punishable by prison terms of up to 10 years.

•**OTHER RESTRICTIONS.** You may not rent or lease the Software, but you may permanently transfer the Software and Documentation provided you retain no copies and the recipient agrees to the terms of this Agreement. You may not modify, reverse engineer, decompile, disassemble, or create derivative works from the Software or Documentation.

•**TERM.** This License is effective until terminated. You may terminate the license at any time by returning the Software and all Documentation to SegaSoft and by removing the Software from the memory of the computer into which the Software has been transferred and deleting all other copies of the Software. This License may be terminated by SegaSoft immediately and without notice in the event that you fail to comply with any term or condition hereof. Upon any termination, you will return to SegaSoft, at your expense, the Software and Documentation and any copies whether or not the copying was authorized.

•**GOVERNMENT LICENSEE.** The Software and Documentation are provided with Restricted Rights. Use, duplication, or disclosure by the U.S. Government is subject to restrictions as set forth in the Rights in Technical Data and Computer Software clause at DFARS 252.227-7013 and the Commercial Software-Restricted Rights Clause at 48 CFR 52.227-19. Manufacturer is SegaSoft, Inc. 150 Shoreline Drive, Redwood City, CA 94065.

•**SEVERABILITY.** If for any reason, any provision or partial provision of this License is held invalid, such invalidity shall not affect the remainder of such provision or this License, and this License shall, to the full extent consistent with law, continue in full force and effect.

•**GENERAL.** The validity and performance of this License shall be governed by California law, except for that body of law dealing with conflict of laws and except as to copyrights, which are governed by United States laws and international treaties. This License constitutes the entire agreement between the parties concerning the subject matter hereof. Any waiver or amendment of any provision of this License shall be effective only if in writing and signed by you and an officer of SegaSoft. No distributor, dealer, or employee (other than an officer) of SegaSoft is authorized to change or amend any terms of this License.

See inside back cover for Limited Warranty information.

THE SPACE BAR

Contents

WELCOME TO THE SPACE BAR	2
WINDOWS 95 INSTALLATION	4
MACINTOSH INSTALLATION	5
PLAYING THE GAME	6
OBJECTS	7
INTERACTING WITH CHARACTERS	8
SELF-INTERACTION	9
YOUR PDA	10
THE SYSTEM SCREEN	12
OPTIONS	13
KEYBOARD SHORTCUTS	14
TIPS AND HINTS	16
TROUBLESHOOTING	17
DISK SWAPPING	19
CREDITS	20

Welcome to The Space Bar

THE SPACE BAR is an adventure game, a game in which you take on the role of the main character in a story. Your decisions will keep the story moving forward... or leave you lying in a drawer at the coroner's.

Background

You are Alias Node, a human being on Armpit VI, a dismal backwater mining planet where an ore called Uptite is mined and refined into Upshot. Armpit VI is a "company planet," so all government functions are controlled by the corporation, Amalgamated Vacuum. You are a member of the Amalgamated Vacuum Security Force (AVSF) — a company cop.

The first time you play THE SPACE BAR, watch the opening movie. It will show you the events of the day leading up to the beginning of the game, and explain why you are entering a seedy spaceport bar called "The Thirsty Tentacle" in search of a deadly criminal.

Game Structure

As an AVSF member, you are trained in an interrogation technique called Empathy Telepathy. If you talk to a character long enough, and engage him on an emotional level, you can enter that character's memories and relive a memory through that character's eyes.

Each of these "emp-tel" flashbacks is like a small adventure game, with its own story and set of challenges. In addition, when you complete each of these flashbacks, you will learn a clue that will help you solve the mystery that faces you back in "The Thirsty Tentacle."

Can I Play Now?

If you're experienced with adventure games, you can probably jump right in. The interface is pretty straightforward. And if there's anything you can't figure out, you can refer back to the manual. If you're new to adventure games, you really ought to at least skim the "Playing the Game" section of the manual (page #6.)

Windows 95 Installation

Minimum System Requirements for Windows 95

CPU Type and Speed:	Pentium 75
Memory:	16 MB
Graphics:	16-Bit SVGA (640x480)
CD-ROM Speed:	Quad-speed (4X)
Hard Disk Space:	50 MB
Sound Card:	8-Bit Windows 95 Direct-X compatible sound card
Mouse:	100% Microsoft-compatible mouse and driver

Installation Instructions

Place the CD labeled "Disk 1" into the CD-ROM drive.

The disk should Auto-Play. If it does not, click the Start button on the Task Bar, and choose Run. In the resulting dialog box, type D:\SETUP (assuming that "D" is the designated letter of your CD-ROM drive, as it usually is) and click the OK button.

Follow the on-screen instructions for the installation process. Once you begin the installation process, it will take a few minutes to install.

The installation creates an icon for THE SPACE BAR. Assuming you used the default installation settings, click the Start button on the Task Bar, select the Programs folder, and then choose the SegaSoft folder. Finally, click THE SPACE BAR icon to start the game.

To un-install the components of THE SPACE BAR that have been installed on your hard drive, click the Start button and go to the folder where your icon for starting THE SPACE BAR is found. Click the icon in this folder, labeled

"Un-install THE SPACE BAR." This will erase your installed files. However, it will not erase the SPACEBAR.SAV file

that contains any saved games you've created. If you wish, you can delete this file manually, using Windows Explorer.

Macintosh Installation

Minimum System Requirements for Macintosh

PowerPC 6100

System 7.0

4X CD-ROM

16 MB RAM

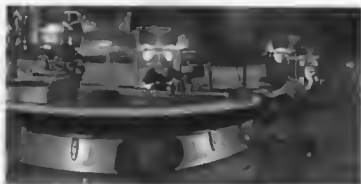
Color monitor

Installation Instructions

Place The SPACE BAR in the CD-ROM drive, label side up. Close the tray.

Double click on THE SPACE BAR installer icon and follow the on screen installation procedures.

Playing the Game



*Looking
Around*



To “pan” your 360-degree view, move the cursor to the left or right sides of the view. The further you move the cursor, the faster the view will pan. To stop panning, just move the cursor back toward the center of the view.



You can also move the cursor to the top or bottom of the view to look up or down. Note that, while you can pan left or right forever, you can look up or down only a limited distance.

Moving from Place to Place



When the cursor turns into a forward-pointing arrow, you can click to move to a new location.

This will usually occur over a visible exit, such as a doorway or a road.

Once you enter a new location, you should pan all around to see everything that's there.

Close-ups



When the cursor turns into a magnifying glass, it indicates a close-up view of an object, a character, or an

area of a room. Click to go to this close-up.

Close-ups are fixed screens; that is, they do not pan. To leave a close-up, move the cursor to the left side of the screen, outside the view, and click.

(Full-screen close-ups, such as gambling games, are exited using the Done button at the bottom of the screen.)



Objects

Examining and Using Objects



As you move the cursor over an interesting object in the panorama or close-up, it will turn into a hand.

When you click, you will get a menu of actions that can be performed on that object or with that object. Click an icon in this menu to select an action, or click outside the menu to remove the menu and do nothing.



Many objects are takeable. That is, you can pick them up and hold them in your hand, or you can stash them.

Stashing an object is putting it into your

virtual pocket for later use; more on this in a bit. If you are holding an object in your hand, and you pick up another object, the object you were holding will go into your stash.

All objects can be examined. When you examine a takeable object, you will see a rotating 3D view of the object. Moving your mouse to the left or right will cause the image of the object to rotate in that direction. Click anywhere to remove the rotating view.

When you pick up an object, it is now held in your hand. The cursor will become this wielded object.

Interacting with Two Objects

You can now move this wielded object over a second object in the view and click. You then get a double-action menu. The first group of icons represents the things you can do with the first (wielded) object. The second group of icons represents the things you can do with the second (unwielded) object or the actions that involve both objects.

Some examples of two-object interactions would be unlocking a door with a key, putting a hand grenade in a toilet, or shooting a lawyer with a ray gun.



Interacting with Characters

Most character interaction takes place within close-ups. To interact with a character, go to the character's close-up. Click on the character to bring up the action menu.

Many of these actions are just like interacting with an object. However, four conversational choices are unique to character interactions: "Greet," "Ask about," "Give orders to," and "Chat."



"Greet" is how you introduce yourself to the characters, and is a necessary precursor to the other special character interactions.



"Ask about" will give you a menu of all the topics you can ask that character about at that time. Click a topic in this menu to complete the query.



"Give orders to" will give you a menu of all the orders you can give to that character at that time. Click an order to complete the command.



"Chat" will take you into a conversation with the character.

The PDA (Personal

Digital Assistant, more on that later) will disappear, and in its place will be a menu of directions in which to steer the conversation. Click a menu choice to continue the conversation. Note that conversations with certain characters can lead to an Empathy Telepathy flashback. You can leave a chat at most points by selecting the last choice in the menu, or by clicking to the left of the view.

Self-Interaction



The icon in the lower left corner of the screen represents you. Click this icon whenever you want to "do something" to yourself. For example, if you wanted to powder your nose you would pick up the powder puff and then click on the "You" icon.

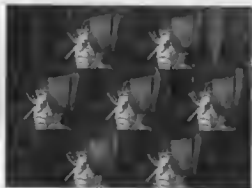


In the flashback where you are the Neblitzi named Fleebix, there is an additional icon in the lower right corner. This icon is of your Salivraaster mate, Thud, and is a shortcut for giving an order to Thud. Clicking this

icon brings up the menu of possible orders. This shortcut saves a lot of mouse clicks since, as a helpless Neblitzi, many of the things you want to do must be done by Thud.



You also click the You icon to perform actions that aren't associated with any object. For example, you can use it to wait; that is, to make time pass within the game. (Pressing The Space bar on your keyboard will also cause time to pass.) When you are in an "emp-tel" flashback, you can return to the bar by choosing "Snap out of it" after clicking the You icon.

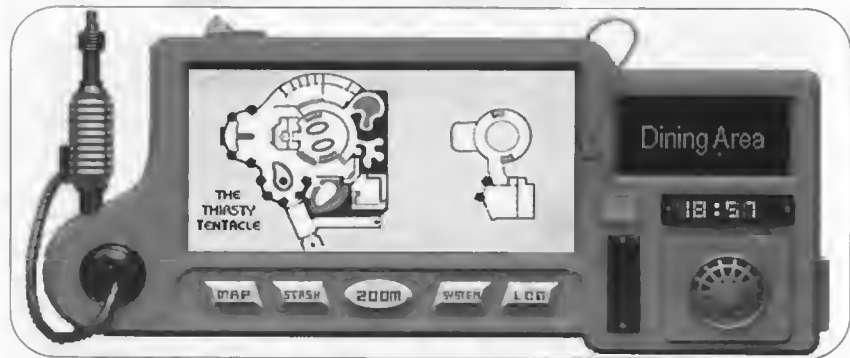


A Note on Zzazzl Vision

During one of the flashbacks you will see the world through the segmented eyes of a Zzazzl; the screen will be divided into many small images. If you prefer a single, larger image, Zzazzl Vision can be toggled off and on. (See Keyboard Shortcuts, pages 14 & 15).

Your PDA

At the bottom of your screen is a PDA (Personal Digital Assistant). It can be raised completely into view, or lowered again, by clicking anywhere on the PDA's frame.



Your PDA has many functions; for example, it displays the current time. It also has a small window that displays your current location.

As Alias Node, the PDA is equipped with an artificial personality named Zelda. Zelda will give you occasional advice, and will manage the communications between the PDA and your remote devices, such as your VoicePrinter.



Message Light

Your PDA can receive messages. As Alias Node, you work under cover, and you won't want messages blaring out at inopportune times. The blinking red light indicates that a message has been received; click the light to retrieve the message.



Map

The MAP button displays a map of your current environment, with a blinking dot to show your location. During some flashbacks, there will be a blinking dot representing special items or people that play a special part in that particular flashback.



Stash

Your stash, or inventory, consists of items you are carrying around for later use. At the left of the PDA is a miniaturizing wand; when you stash a takeable object, that object is miniaturized and stored inside the PDA. Some items are in your stash from the very start of the game.

Although you can hold only one object at a time in your hand, you can hold any number of objects in your stash.



Zoom

This button increases the size of the PDA so you can get a better view of your location map, see all of your stash at once, view a more complete suspect list, and so on. When you want to return the PDA to normal size, just click the Zoom button again.



System

This button brings up a screen that allows you to save your game, restore a game, and customize various game settings. There's more about these functions in the next section.



To view your stash, click the Stash button on your PDA. If you have more than eight items in your stash, your Zoom button

will flash to remind you to zoom the PDA in order to see them all. You interact with items in your stash in the same way that you interact with items in the panorama or close-up views. You can have a two-object interaction using objects in your stash; just pick up the first object and click the second object.

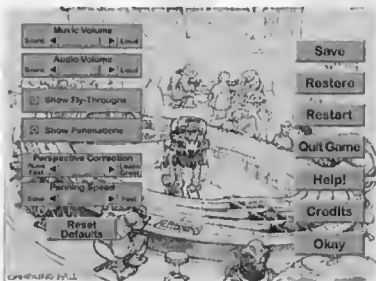


Log

This button will display various important data. As Alias Node, you have a log that lists all messages you've received, clues you've uncovered, and suspects. You can "cross off" suspects as you discover evidence that clears them of suspicion.

The System Screen

The system screen allows you to save and restore games, customize various game settings, and quit the game. To get to this screen, click the System button on the PDA.



Saving and Restoring

Saving a game allows you to save your place in the game, in case you want to go back to that point later. From the system screen, click the "Save" button to go to the save screen.

The next available save slot will be highlighted. Type a name for the saved game and click the Save button. The name of your saved game can be up to 100 characters long. If you decide not to save your game, click the Cancel button.

If you want to use a slot other than the next available slot or if you want to write over an

earlier saved game just click on the slot to select it. You can then use the existing save name, or type a new one.

To restore a game that you saved earlier, click the Restore button on the system screen; this will take you to the restore screen. The most recently saved or restored game will be highlighted. If you want to restore a different saved game, click that game in the list of saves. (If the saved game you want to restore is not visible on the screen, use the up and down arrows to scroll the list until it is visible.) Once you have highlighted the desired save, click the Restore button to return to that point in the game. If you decide not to restore a saved game, click the Cancel button. You can double-click any saved game to restore it without using the Restore button.

Note that keyboard shortcuts will not work when the PDA is not visible (such as when you're chatting with a character or playing a gambling game).

Options

You can customize THE SPACE BAR from the system screen in many ways. These options are particularly useful for those of you with particularly powerful and speedy computers, or for those of you with computers that just barely meet the minimum system requirements. Options are listed below.

Music Volume

Moving the slide bar all the way to the left will turn music off completely.

Audio Volume

This option adjusts all audio other than music. Moving the slide bar all the way to the left will turn non-music audio off completely – a move that's not recommended, since it'll be very hard to understand what's going on in the game.

Show Fly-Throughs

These are the movies that sometimes play as you move from one location to another in the bar. They will help you understand the layout of the bar. Once you are familiar with the bar, turning off fly-throughs will speed up the game.

Show Animations

These are the background animations that give life to the locations, such as the movements of background characters. Unless you are having trouble with the speed of THE SPACE BAR, we strongly recommend that you leave animations turned on.

Perspective Correction

Without getting into a big technical discussion, moving the slider to the right will make the panoramic views look nicer, but reduce performance (you'll get slower panning and a decreased frame rate for animations). Moving the slider to the left improves performance, but the panoramas won't look quite as nice. You can decide which trade-off appears best on your computer.

Panning Speed

You can adjust the speed at which the view rotates while panning.

The Restore Defaults button will return all six options to a setting that we've determined to be ideal for the average computer.

Other System Buttons

The Restart button starts the game over from the beginning. The Credits button shows the credits for THE SPACE BAR, as well as more of Ron Cobb's terrific sketches. The Help button gives information on where to get hints to THE SPACE BAR. The Okay button returns you to the game.

Quitting

If you want to quit THE SPACE BAR (our feelings are hurt, but we'll cope), click the System button on your PDA to get to the system screen. Then click the Quit Game button. You will be asked whether you would like to save your game before quitting. (See saving and restoring page 12.)

Win95 Keyboard Shortcuts

←	pan to the left
→	pan to the right
↑	pan up
↓	pandown
Space bar	wait
Esc	aborts movies
F1	help screen
F2	save screen
F3	restore screen
F4	system (options) screen
F5	mute sound (toggle on and off)
F12	restart the game
Alt-O	system (options) screen

Alt-Q	quit game
Alt-R	restore game screen
Alt-S	save game screen
Alt-F4	quit game
Alt- ↑	increase music volume
Alt- ↓	decrease music volume
+ (on keypad)	increase panoramic correction
- (on keypad)	decrease panoramic correction
Scroll Lock	Zzazz! Vision (toggle on and off)

Also, in the save and restore screens, the Page Up, Page Down, and arrow keys can be used to scroll the list.

Macintosh Keyboard Shortcuts

←	pan to the left
→	pan to the right
↑	pan up
↓	pandown
Space bar	wait
Esc	aborts movies
O	Systems (options) screen
Command-Q	quit game
Command-R	restore game screen
Command-S	save game screen
Command-↑	increase music volume
Command-↓	decrease music volume
+	increase panoramic correction
-	decrease panoramic correction
Command-Z	Zzazz! Vision (toggle on and off)

Tips and Hints

Part of the fun of an adventure game is trying to figure out what to do without any help. But if you get completely stumped, call the SegaSoft hints and tips line at 1-900-200-4444 (95¢ per minute — see back cover for details).

1. Always look around completely when you get to a new location. Move the cursor around to discover all the close-ups and all the objects or characters that you can interact with.
2. Stash everything you can. There's no limit to the number of items you can carry, and you never know what might come in handy later.
3. Save early, save often. If you die (or otherwise mess up) during a flashback, you can always start the flashback again by chatting with the character that you were having the "emp-tel" with — but it's often easier to restore a saved game. And if you die (or otherwise mess up) in the bar, you'll have to restore a saved game or start over from the beginning.
4. Eat lots of green leafy vegetables and try to get at least 8 hours of sleep per night.
5. To help you get started, here's a solution to one of the early puzzles in the game. Q: How do I get the computer terminal in the Entry Vestibule repaired? A: If you read the screen, you'll see that a repairman has already been summoned. Come back at around 18:00, and the terminal will be repaired and ready to spew all sorts of important information.
6. Here's another. Q: How can I make my Residue Printing Wand work? A: Wait until the repairman fixes the terminal in the Entry Vestibule. He will also repair the advertising sign by replacing the battery. Open the sign, take the battery, put it into the Residue Printing Wand, and turn the wand on.
7. Whenever you start a flashback, press the Log button on your PDA. There's often useful information there.

Troubleshooting

Check the README.TXT file on Disk 1 for troubleshooting tips. Also, check the SegaSoft website for up-to-the-minute technical help: www.segasoft.com.

I'm getting audio feedback and static.

You may not have version 3.0 of Direct-X installed. To install Direct-X 3.0 from THE SPACE BAR CD, put Disk 1 into your CD-ROM drive, enter the directx directory, and run dxsetup.exe.

I've got Direct-X 3.0 installed, and I'm still having audio problems.

Make sure your sound card is completely Direct-X compatible, and that you are using the latest drivers for your card. Contact the manufacturer of your sound card to get the latest drivers for your system and information on installing them.

My movies and animations are not playing well.

If your animations are playing poorly—the image is trailing pixels or the sound is breaking up—make sure your

computer meets the minimum hardware requirements as listed in the "Installation" section of this manual. If it does, your CD-ROM settings may be non-optimal. Try the following:

From the Start button menu on the Windows 95 Task Bar, open the Settings folder and click on Control Panel to open the Control Panel window.

Double-click on the System icon.

Select the Performance tab and click on the File System button.

Select the CD-ROM tab and set the Supplemental Cache Size all the way to Large.

Select Quad Speed or Higher under Optimize Access Pattern For. Click the Apply button.

Click the OK button. Click the Close button in the System Properties window. Restart your computer.

**The game crashed!
What should I do?**

In the unlikely event that the game crashes, you should do a hardware reset. Either press the Reset button on your computer or turn your computer off and then on.

(Restarting your computer using Ctrl-Alt-Del is not sufficient; if you try to restart THE SPACE BAR without doing a hardware reset, you may experience audio problems.)

I haven't turned fly-throughs off, but some of the fly-throughs in the bar stopped happening!

There is only a fly-through for the initial state of any location, so if a location has changed (such as the arrival of a character), you will no longer see the associated fly-throughs. For instance, once Arksh goes to the Gambling Hall, you will no longer get fly-throughs going into the Gambling Hall or exiting the Gambling Hall.

A Word On Disk Swapping

Is there any way to avoid swapping disks so often?

Given the size of THE SPACE BAR, and its high degree of non-linearity, we've already kept disk swaps to a minimum. However, there are a few things you can do to avoid them.

If you want to start a new game, and you've already seen the intro movie, put Disk 2 in your drive before clicking THE SPACE BAR icon. If you are planning to start the game by restoring a save in one of the emp-tel flashbacks, put the appropriate disk into your CD-ROM drive before clicking THE SPACE BAR icon. (You can even put the disk number into your save name to help you remember. For example "Disk 1, just arrived at Glom Hole.")

If you have a huge hard disk with a lot of free space (622 meg, to be exact), you can greatly reduce disk swaps by putting most of Disk 2 onto your hard drive. Just copy the folder called Bar from Disk 2 to C:\Program Files\SegaSoft\THE SPACE BAR (assuming that you didn't change the default directory during installation).

Credits

Director

Steve Meretzky

Executive Producer

Bill Davis

Producers

Leo DaCosta

Boffo Games

Mike Dornbrook

Boffo Games

Darren Atherton

Rocket Science

Jerry Markota

SegaSoft

Associate Producer

Bart Cheever

Interactive Screenplay

Steve Meretzky

Patricia Pizer

Tom Bok

VISUALS

Production Design

Ron Cobb

Additional Production Design

Frankie Powell

Graphic Realization

Dub Media, Inc.

Michael Wall

Jonathan Chao

Alfred Woo

Micah Linton

Lisa Day

Peter Kroko

Character Modeling

George Chang

Joel Hornsby

Brian Pope

Jongo Yuk

Character Speech

Animation

Imagination Works

Tom H. Knight

Eric Bangle

Helene S. Knight

Rob Beliveau

Pam S. Gray

Joe Riera

Albert Hwang

Brian Hagen

Mike Jackson

Kim Gorman

*Additional
Interface Art*

Ledge Multimedia

Les Nelken

Alex Weissman

Beth Ollberding

Kinetic Arts

Pete Callabria

ENGINEERING

Lead Engineers

Brian Weed

Barbara Roman

Michelle McKelvey

Additional Engineering

Randall Sanborn John "Blossom" Lanoue

Bud Wilbur Glenn "Sunshine" Joyce

Patricia Pizer

Media Engineering

Erik Stein

Brett Carey

Installation Program

Evan Robinson

Smacker Video Technology

RAD Software

Miles Sound System

RAD Software

AUDIO

Audio Director

Karl E. Held

Music Composition

Joshua Salesin

Casting

donald case casting

Shannon C. Klasell

Theresa Irrera

Recording and Editing

Leonard Hospidor

Gabe Macrone

Joe Arlotta

Jim Doherty

Michelle Doherty

Back Pocket Studios

Past-Processing

Pacific Coast Sound Works

Bob Michaels

CAST

Alias Node

Guy Paul

Maksh

Bill Lobely

Ni'Dopal

John DiMaggio

Zelda

Shari Simpson

Bettaker

Jim Brownold

Soldier 714-Z-367

Chris Phillips

Fleebix

David Shatraw

Thud

Russell Horton

Cilia

Cookie Rufino

Seedrot

Ivy Austin

Deven-7

Jeff Meller

Click Snap Snap Rattle	John DiMaggio
Gorb	Jim Brownold
Sergeant Woboksha	Tory Wood
Paksha	Joyce Rheeling
Arksh	Jeff Meller
Borksh	Jim Brownold
Dwell-18	David Slavin
Durteen-97	Zachary Fine
Sluggo	Marshall Efran
My and Ty	Alan Rickman
Balooksh	Jim Brownold
Ni'Purth	Pamela Lewis
Gus	David Shatraw
Parker	Alan Rickman
Barman	David Slavin
Whine Whistle Tap Tap	Chris Phillips
Irk-4	Joyce Rheeling
Woonah	Alexandra Rhodie
Lowpollencount	Bill Lobely
Curvsystem	Tory Wood
Queen Zzoonz	Bill Lobely

QUALITY ASSURANCE BOSTON UNIT

Lead Exterminator

Patricia Pizer

Extermination Staff

Eric Braxton

Stan Chu

Chris Clark

Tom Fenselau

Josh Coyne

Dan Flagg

Grace Rokosz

Simon Tysall

Jonathan Choate

Shaun Wood

Ted Thorton

Martin Romano

Mark Eckard

QUALITY ASSURANCE SAN FRANCISCO UNIT

Lead Exterminator

Tony Ciarrocchi

Extermination Staff

Jeff Custis

Steve Baker

Deborah Thomas

Eric Moser

Roy Oakes

Scott Snyder

Sam Watkins

James Cabot

Chris De Martini

Focus Group Testing

Hugh Bowen & Associates, Inc.

SegaSoft Testers

David Wood

John Jansen

John Harlow

SALES AND MARKETING

Marketing

SegaSoft, Inc.

Haven Carter Dubrul

Mark Brutton

Alex Rubin

Lisa Wilson

Public Relations

Tom Crosby

Creative Services

Brenda Akins

Debi Lorenc

Manual Design

Verdoni Multi Media

BUSINESS AFFAIRS

Recruiting

Gabrielle Accardi

Legal Services

Shapiro, Israel, & Weiner

Gene Landy

Accounting Services

Lorelei Kolegue

Cost Payroll Services

CTP, Inc.

Production Services

Susanna Richards

Special Thanks

Richard Booroojian

Michael Edge

Tom Hays

Paul Kohler

Mark Mullen

MeMe Rasmussen

Linda Rich

Evan Robinson

Dave Schiefler

Jim Wickett

Brandy Wilson

Gray, Cary, Ware

& Freidenrich,

especially Brad Rock

Imperial Bank,

especially Sam Bhaumik, Merill, Pickard,

Anderson, Eyre Mohr, Davidow Ventures III,

Mondadori

(This is a partial list. For a complete list, press the Credits button on the system screen of the game, or read the CREDITS.TXT file in the Credits folder on Disk 1. The Credits folder also contains a folder called Biographs which contains brief biographies of some of the key people who contributed to THE SPACE BAR.)

Notes

24

LIMITED WARRANTY

SegaSoft warrants that for ninety (90) days following delivery of the Software to you: (1) the Software, unless modified by you, will perform substantially the functions described in the Documentation provided by SegaSoft; and (2) the media on which the Software is furnished will be free from defects in materials and workmanship under normal use.

SegaSoft does not warrant that the Software will meet your requirements or that operation of the Software will be uninterrupted or error-free. SegaSoft is not responsible for any problem, including any problem which would otherwise be a breach of warranty, caused by (i) changes in the operating characteristics of computer hardware or computer operating systems which are made after the release of the Software, (ii) interaction of the Software with non-SegaSoft software or (iii) accident, abuse, or misapplication.

THE ABOVE WARRANTIES ARE MADE BY SEGASOFT ALONE, AND THEY ARE THE ONLY WARRANTIES MADE BY ANYONE REGARDING THE ENCLOSED SOFTWARE. SEGASOFT AND ITS LICENSOR(S) MAKE NO OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, REGARDING THE ENCLOSED SOFTWARE. EXCEPT AS OTHERWISE EXPRESSLY PROVIDED ABOVE, SEGASOFT AND ITS LICENSOR(S) DO NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS, OR OTHERWISE. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THE SOFTWARE IS ASSUMED BY YOU. THE EXCLUSION OF IMPLIED WARRANTIES IS NOT PERMITTED BY SOME STATES OR JURISDICTIONS, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU. IN THAT CASE, ANY IMPLIED WARRANTIES ARE LIMITED IN DURATION TO NINETY (90) DAYS FROM THE DATE OF DELIVERY OF THE SOFTWARE. THERE MAY BE OTHER RIGHTS THAT YOU MAY HAVE WHICH VARY FROM JURISDICTION TO JURISDICTION.

LIMITATION OF REMEDIES

SegaSoft's entire liability and your sole remedy under the warranty during the ninety (90) day warranty period is that SegaSoft shall, at its sole and exclusive option, either replace the Software with a functionally equivalent program at no charge to you or refund the license fee of the Software. Any replacement Software will be warranted for the remainder of the original warranty period or thirty (30) days, whichever is longer. These are your sole and exclusive remedies for any breach of warranty during this ninety (90) day period.

REGARDLESS OF WHETHER OR NOT ANY REMEDY SET FORTH HEREIN FAILS OF ITS ESSENTIAL PURPOSE, IN NO EVENT WILL SEGASOFT, ITS LICENSOR(S) AND THE DIRECTORS, OFFICERS, EMPLOYEES OR AGENTS OF ANY OF THEM BE LIABLE TO YOU FOR ANY CONSEQUENTIAL, INCIDENTAL OR INDIRECT DAMAGES (INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, AND THE LIKE) ARISING OUT OF THE USE OR INABILITY TO USE THE SOFTWARE EVEN IF SEGASOFT OR ITS LICENSOR(S) HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. BECAUSE SOME STATES OR JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES, THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU. SEGASOFT AND ITS LICENSOR(S) LIABILITY TO YOU FOR ACTUAL DAMAGES FROM ANY CAUSE WHATSOEVER, AND REGARDLESS OF THE FORM OF THE ACTION (WHETHER IN CONTRACT, TORT (INCLUDING NEGLIGENCE), PRODUCT LIABILITY OR OTHERWISE), WILL BE LIMITED TO \$50.

**Contact Us @
1-888-SEGASOFT
WWW.SEGASOFT.COM**

1) REGISTER YOUR PRODUCT BY CALLING 1-888-SEGASOFT WITH YOUR PERSONAL IDENTIFICATION NUMBER (PIN): Your Pin is an 11 digit number, located on the back side of the CO jewel case. This PIN is required during the product registration process, which will enable you to receive free live technical support for a limited time. Please have your PIN available when calling for technical support and special offers

2) SALES & CONSUMER SERVICES: To purchase games and merchandise direct within the US and Canada call: 1-888-SEGASOFT. International residents call: 1-510-490-4767. Sales representatives are available from 8 A.M. to 9 P.M. (PST) Mon.-Fri., and 8 A.M. to 5 P.M. (PST) Sat.-Sun. Pre-recorded information is available 24 hours a day, 7 days a week. Additional consumer services available include: warranty support, release date schedules, order status information and promotions redemption information.

3) HINTS & TIPS: Do you like to stay ahead of the game? Call for the best game play information on our hottest games and test your skills! US residents call 1-900-200-4444, \$95/min. (recorded). Canadian residents call 1-900-643-2000, \$1.75/min. (recorded). Must be 18 years of age or have parental permission, TTP required.

4) TECHNICAL SUPPORT: Please review the system requirements, technical information, Q & A, and performance-tuning sections of this manual to ensure that your system is properly configured and optimized

>HTTP://WWW.SEGASOFT.COM: Frequently Asked Questions (FAQ's) are answered regularly on our web site and will also provide you with valuable operation, configuration, and optimization information

>TEKHELP@SEGASOFT.COM: Specific questions that have not been answered through the above sources can be sent to our technical staff via e-mail.

>1-888-SEGASOFT: Live technical support is available at no cost to you for 14 days with a valid registered PIN (see #1 above). Please have your PIN ready. Live support is available from 8 A.M. to 9 P.M. (PST) Mon. - Fri. and 8 A.M. to 5 P.M. (PST) Sat. - Sun. PIN's can be recharged when expired. US residents call: 1-900-200-4000; \$15 for 3 days. Canadian residents call: 1-900-677-4000; \$18 for 3 days. Must be 18 years of age, TTP required.



115-4



Portions of The Space Bar © 1997 Rocket Science Games, Inc. Rocket Science and the Rocket Science logo are trademarks of Rocket Science Games, Inc. Portions of The Space Bar © 1997 Bollo Games, Inc. Bollo, and the Bollo logo are trademarks of Bollo Games, Inc. All rights reserved. Uses Smacker Video Technology © 1994-1997 by Invisable, Inc. dda RAD Software. SegaSoft and the SegaSoft logo are trademarks of SegaSoft Inc. Windows® 95 is a trademark of Microsoft Corporation. Macintosh is a registered trademark of Apple Computer, Inc. The ratings icon is a trademark of the Interactive Digital Software Association.